

# Saint Paul ATARI Computer Enthusiasts



An independent computer user group

A P R I L 1 9 8 7

SPACE Meeting Friday, April 10 at 7:30pm

MAST Meeting Friday, April 17 at 7:30pm

At the Falcon Heights Community Center  
2077 Larpenteur Avenue West

MAST Programmers Mtg. Monday, April 20 at 7:30pm

At First Minnesota Bank Building - second floor  
Lexington and Larpenteur, in back of building

Bruce Haug	President	774-6226
Jim Schulz	Vice President	537-5442
	MAST Co-Chair	
	MAST Disk Librarian	
Bob Floyd	MAST Co-Chair	484-7576
	Newsletter Editor	
Joe Danko	SPACE Secretary	777-9500
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Frank Haug	SPACE Disk Librarian	774-6226
Jim Siede	SPACE Paper Librarian	489-3982
Neil Palosaari	MAST Paper Librarian	646-1272

SPACE Bulletin Board

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Minnesota  
Atari ST  
SIG



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## BYTES FROM THE PRES by Bruce Haug

April - Next comes May, then June and July. Where are all the programs you wrote over that long cold winter? I know, you are waiting for our NEW BBS to be up and running, then you will upload all those programs to it, RIGHT ??

Well, everything is on order, and the phone line is to be installed April 1st or 2nd. Hopefully, by meeting time, some of you will be notified, and be on the BBS. After it is checked out, more members will be added. At first it will be a select few, but as soon as it is up, other boards in the Mpls. St. Paul area will list the phone #. SPACE MEMBERS will have immediate access and passwords - NO WAITING for verification !! Come to the April meeting for the latest info. It may be up and running.

SUGGESTION BOX - Write a note to the president, tell him what you want your club to do for you. You do not have to sign your message, but be prepared to have it read at the next meeting or be printed in the newsletter.

See you April 10th.

## SPACE ATARI USER GROUP MONTHLY MEETING FOR MARCH, 1987 Recorded by Joe Danko, Secretary

1. Meeting called to order on March 13th at 7:30 PM by President Bruce Haug. Approximately 45 members present.

2. Vice-president's report and ATARI news.

### 8-bit news:

ATARI 1200 baud modem will be available about April some time. BATTERIES INCLUDED company has been bought by ELECTRONIC ARTS! E.A. instantly reduced the B.I. staff by 50%. E.A. is planning to begin selling stock and needed some non-game products. ACTIVISION has filed for CHAPTER 11. They own INFOCOM and several other ATARI software brands. ATARI 3.5 inch disk drive should be announced in June. The configuration should be Double-Sided/Double Density packaged with an 8-bit enhanced 5.25 inch Floppy Drive. ATARI CORP. is attempting to suppress the release of a third-party developed 800 EMULATOR for the ST line. ATARI CORP. is attempting to respond to charges that they are inadequately supporting the 8-bit product line. The XM301 modem may cause problems on the serial bus due to excessive DC power consumption. The April newsletter may provide a hardware fix for this. ATARI MSDOS PC is still imaginary at this point. For one reason or another, various ATARIFAIR's across the country are having trouble getting organized. A hacker in Alaska has developed a cartridge based DOS to compete with the as yet to be released SPARTADOS X. He is selling kits. Does anyone know how to contact this guy?

3. Treasurer's Report - Present balance is \$1334.

4. Secretary's report - See the current newsletter.

5. Disk-of-the-month

Frank Haug gave the usual descriptions and demonstrations. The feature of the month is the TURBO-BASIC public domain interpreter/compiler from Germany. April DOM should have a FORTUNE-WHEEL puzzle editor to generate your own original puzzles and a program to print PRINTSHOP icons on labels. Members are encouraged to produce some sort of April-Fool joke program for the April DOM.

## 6. Newsletter Editor

This month's issue was late. Bob Rhode brought copies to distribute at the meeting. Bob Floyd has agreed to begin editing the newsletter immediately. He stated right away that all articles must be in no later than the 30th of March to make the April issue. He would like to receive the articles formatted on ATARIWRITER or ST-WRITER. Bob solicited April-Fool articles for the April newsletter. Make up your most outrageous ATARI rumor and submit it to BOB by March 25th. Joe Danko will post the winner on Compuserve.

## 7. Paper Library

Jim Siede, Librarian, will no longer bring all of the magazine back copies to meetings. If any member needs old magazine issues, call Jim at home. His phone number is on the front of the newsletter.

## 8. SPACE Letterhead/logo contest:

Members are invited to design an original computer generated design primarily to use for a letterhead on official club correspondence. The winning design could be reproduced on stationary or generated by software. An appropriate prize will be awarded.

9. A party is planned for the July meeting to celebrate the 5th birthday of SPACE.

10. The ATARI user in Poland received all of the disks and books we sent and replied with a very nice appreciative letter. He would really like to get some text adventures and/or a computer pen pal. Bob's letter was published in the LETTERS column of ANALOG's March issue.

## 11. BBS News:

Joe Danko has made arrangements to buy a MULTITECH 224EH 300/1200/2400 baud Hayes compatible modem for the tax-included price of \$344.50. This is a 50% discount from list provided by MULTITECH only for computer club BBS's and the only catch is that they get a plug on the BBS. Taig has expressed reservations about using this modem due to rumored problems with AVATEX 1200 devices connecting properly. They also expressed concern about giving MULTITECH free mention on the BBS.

After much discussion, a motion from the floor was proposed and approved for the executive committee to start putting together whatever is reasonably required to start up our own BBS. Bruce Haug has volunteered to run the BBS out of his house. One proposed configuration is to use the club's 130XE, 1050's and the MULTITECH to get started. Later we would add an ICD M10/1 MEG and still later a hard-disk to allow ST files to be included in the online library. The MAST ST group, at their meeting voted 13 to 11 against an 8-bit based BBS.

Try User Friendly 'NO NAME BBS' at 789-0278.

TCCN service run by Ray Douglas: 349-6200 - soon to have an ATARI forum. It would help if members got signed up on it and posted some messages. It would help a lot if we could get some ATARI retailers for sponsors. Sign on with User ID:TCCN and Password:GUEST. You must use capital letters! As usual, use 7 data bits, 1 stop bit and even parity.

12. Ribbon Re-inker - Larry van dan Platz, operator.

Most ribbons can be re-inked for \$1, large ribbons for \$2.

## 13. Offers and Deals

Charles Viebuls is selling his 850. He is looking for a buyer. There are a number of 8-bit systems for sale by various sources around town, especially check the Minneapolis newspaper want ads. The club diskette mass purchase has arrived. Watch out as some previous disks showed up with no diskette in the carrier.

#### 14. Service problems/information

Can a UPRINT interface work with PRINTSHOP? Several members are looking for a source of replacement KOALA PADS or ATARI TABLETS.

#### 15. Correspondance with other ATARI clubs.

We will be trading libraries with a user group in AUSTALIA. Joe Danko contacted the ATARI user groups in Lansing, Michigan via the CHAOS BBS.

#### 16. SPACE/ATARI United Hospital project:

No progress, ATARI has backed off a bit from their original intention of supplying hardware gratis. Project on hold.

#### 17. Demonstarations and Tutorials

Frank Haug demo'd the DOM and TURBO BASIC. Joe Danko demo'd his 800XL with 256K ram and SPARTADOS.

#### DOM Stuff

By Frank Haug

Well, here we are again. Welcome to the April, 1987 DOM. I hope to be receiving the M.A.C.E. disks soon and I also hope to be hearing from other groups we exchange with. (Hint. Hint.) I would also like some donations from the members. (Nudge. Nudge.)

Here's the April DOM:

- 1.PSHOPLAB.BAS - UTIL - Prints print Shop Graphic icons a user defined label. (See last month's ANALOG label for an example)
- 2.PSHOPLAB.COM - UTIL - Same as #1 but compiled.
- 3.TREKMAX.BAS - TGAME - One of the best Star Trek simulations I have seen.
- 4.WOFDAT.BAS - GAME - Wheel of Fortune Data maker. Make your own puzzles for WOF. (A Previous Extra DOM)
- 5.WOFDAT.DOC - DOC - Documentation for #4.
- 6.TREKMAX.DOC - DOC - Documentation for #3.
- 7.PUZZLE.1 - DATA - Some puzzles to start your WOF collection off.

See you at the meeting. And remember we try to have copies of all past disks at the meeting, but if we don't tell us and we'll make arrangements to get it to you. If ordering over 3 past DOM's (all DOM'S must be at least 3 month's before current month) we'll put a DOM on both sides at a cost of 2 DOM's for \$6.00 on one disk.

#### Notes From the Editor

By Bob Floyd

Well, this is my first newsletter, so it will be a little roughly organized. However, I was able to figure out how to use the laser printer at work, so the text at even 16.7 characters per inch still looks pretty good. I still haven't figured out the best way to organize the newsletter. It depends alot on what the litho-printer can handle. Look for changes in the months ahead.

I shouldn't say too much, but I need to impart a few requests. I prefer articles for the newsletter written with Atariwriter or ST-Writer, in the normal "save" format. My second preference is

"printed to disk" format, although this might mean I have to strip off lots of carriage returns. My third preference is anything at all, since beggars can't be choosers. Articles can be given to me at the meetings on a single-density 8-bit type floppy, or on a 3.5" single or double sided disk from the ST. Articles can also be uploaded to me directly (call me first so I can turn on my computer and modem) or to one of the bulletin boards listed at the end of the article. If you upload to a BBS, please call me to let me know which BBS, the filename and the file type. I've also listed the next newsletter deadline.

For those using Atariwriter or ST-Writer to write articles, underlining, bold face, expanded print (10cpi), superscript, subscript and centering are available by using the usual methods. Character pitch is 16.7 cpi by default and is not user alterable (except as expanded print).

For newsletter articles that are "printed to disk", please set the left margin at 1 (no leading spaces), right margin at 64, top and bottom margin both at 0, and right justification "on". Following these guidelines will save me a lot of extra work.

#### BBS's

Dave Hutchinson 777-6376  
SPACE

Next Newsletter Deadline: April 27, 1987  
My home phone: 484-7576

#### Most Outrageous Rumor Contest SPACE

#### Assorted Rumors

By Albert Wertheimer

1. ATARI has just discovered by accident that the old 2 transistor radio transistors do everything that the blitter chip was supposed to do. So, upgrades will be available for one dollar from ATARI dealers.

2. A guy in Colorado just found out that if you tape a two inch square of aluminum foil to the bottom of a 520 or 1040ST on the left front side, that the capacity of the internal memory is a little less than doubled.

3. ATARI's market research folks just reported to the firm that the best advertising for their products was through the success of the local Special Interest Groups, and therefore, a decision has been made to give MAST, SPACE and all other U.S. groups a one-time gift of \$10,000 to help them plan bigger and better activities and to get more local visibility.

#### A Rumor by John Novotny

Rumor has it that the 1200 baud modem from ATARI has been delayed again; however, some good news - the 1100 baud modem is now available.

#### APRIL HOT NEWS

by Joe Danko

Sunnyvale, California:

ATARI Corporation announced today their bid had been selected by the U.S. Defense Dept. to provide 10,000 state-of-the-art battle engagement simulator systems for all branches of the armed services. Each \$750,000 modular package will be portable and can be used for tactical and strategic real-time simulations for any level of engagement from individual unit to national mobilization.

As ATARI stock rose sharply some Wall Street insiders rumoured



that ATARI was moving into a factory recently purchased from IBM where they would mass produce military ruggedized versions of their Model 400 laptop mainframe and MIL SPEC ROM software packages code-named STAR RAIDERS, MISSILE COMMAND and EASTERN FRONT.

The Soviet military journal Isvestia sharply attacked the action as destabilizing East-West tensions. National Security Council experts say the ATARI development of 6th generation battle simulation hardware and software places Soviet forces at a distinct readiness disadvantage through at least 1995 or until the Russian government finds a reliable source of quarters.

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## Most Outrageous Rumor Contest M A S T

Coleco Buys Apple  
By Phil Seifert and Cory Johnson

Coleco, the makers of the Cabbage Patch Dolls, purchased Apple Computer today. Due to a bug in Microsoft Excel, Apple executives were surprised to learn they sold controlling interest in Apple Computer to Coleco. Microsoft blames the bug on a 'feature' within the MacIntosh. Coleco, saying that now they are a major player in the computer industry, vows to take on IBM with a new machine. This computer has been dubbed the Adam PCjr Laptop. Technical specifications have not been released yet, but the Adam PCjr will include The Bundle of Joy Software Series. Featured programs in this series are Cabbage Calc, Cabbage Speech, Cabbage Write, Cabbage Spell, and Cabbage Slaw.

IBM, in a rare retaliatory move, announced their new entry into the home market, the IBM Wombat II GeelWhiz. According to sources within the company, the new computer was designed by top flight NASA engineers on their coffee breaks during launches. The specs on this machine are:

- 1750 Compatibility
- MonkScribe Very Letter Quality printer (4 char/min)
- Souped up 9600th Baud Tin Can Modem (Campbell Compatible pending FDA Approval)
- Speak and Tell voice synthesis
- 1K Hard Drive with paper tape back-up
- Dual Disk Drives and Toaster Unit (butters both sides at once)

Bundled software includes:

Wom-Word  
Wom-Calc  
Wom-Write  
Wom-Mon (machine language monitor)

Atari president Jack Tramiel upon hearing of the new product announcements was heard saying, "Its too bad neither company can compete and deliver on time like Atari Corp."

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A Rumor by Brian Reynolds

ATARI is suing Apple computers because the "look and feel" of the new color MacIntosh is too much like the ATARI ST.

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AVATEX 1200 MODEM MODIFICATION #1:  
by ColorNet BBS

PURPOSE: Add Hi-speed carrier detect to become 100% Hayes compatible.

NOTICE: \*\*\*\*\*DISCLAIMER\*\*\*\*\*  
COLOR-NET TAKES NO-RESPONSIBILITY FOR ANY DAMAGE CAUSED BY THIS MODIFICATION! IF DONE CORRECTLY THIS MOD WILL WORK!

PARTS NEEDED: - One MC1488 chip  
Radio Shack #276-2520  
(RS-232 driver)  
- Two feet of 20 gauge  
hook-up wire

### GETTING STARTED:

After opening up the modem...locate ic# u30 (located by the rs-232 connector). Take the new IC and fold up all pins EXCEPT--#1,7, and 14!!! Now piggyback the new ic on to ic #u30. Using a light wattage soldering gun, solder pins... #1, 7 and 14 of the new IC to pins... #1, 7 and 14 of IC #u30. Now take a wire from pin#2 of the new ic to pin#12 of IC #u23 (located just behind LED's). Now take a wire from pin#3 of the new IC to pin#12 of the rs-232 connector. Now take your wire to pins# 4,5,9,10, and 12 and solder all these pins together. (we're making a heat-sink to keep the new chip from over heating). After you have soldered all these pins together, solder a wire from board ground (of the modem) to these pins! That's it!!

To test what you have just completed..take a piece of wire and ground the cathode end (banded side) of the HS LED, if all was done correctly..the HS LED should light, and with a VOM connected to pin #12 on the rs-232 connector,you should read about +8 volts or so. If you're not sure how to do this... you can mail me your modem along with a money-order for \$25.00 to:

SYSOP (COLOR-NET)  
P.O. BOX 2192  
PETERSBURG, VA 23804

Be sure to send it by US-MAIL!!! UPS will NOT deliver to a PO BOX!!! We will make the mods, test it and send it back by return mail!

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ATARI 1050 DISK DRIVE REPAIR  
Defective Head Park Switches  
By D. R. HAULSEE

### DESCRIPTION

One possible failure of an ATARI 1050 disk drive that will cause endless boot errors is a failure of the sensor that detects if the read head is parked. This sensor is currently NOT AVAILABLE as a replacement part, but MUST be in working order for the drive to operate. This article will help you to replace it with more commonly available parts.

### TOOLS NEEDED

#2 Phillips head screwdriver  
#1 Phillips Head screwdriver  
30 watt maximum soldering iron  
Small flat blade screwdriver  
Small needle nose pliers  
Epoxy or equivalent glue  
Xacto Knife

### COVER REMOVAL

Turn the 1050 on its back and remove the 6 phillips head screws. Carefully turn the drive back onto its feet and set it down. Gently lift the back of the cover and slide it forward. The front bezel will come off with it.

### DIAGNOSIS

The head assembly slides on tracks and is driven by a stepper motor located to the right of the disk platter. The head assembly has an arm that sticks out to the left. This arm slides into a u shaped sensor when the head is retracted.

connect power to the drive but do not attach it to the computer. Turn the drive on (do not put a disk in the drive). As the drive powers up it must find the location of the read head. If the head is parked, it will index the head forward until it clears the sensor and then re park it. If the head was not parked, it will retract the head until it is parked.

If the sensor is bad, the head will index forward 1/4 of inch and stop. Every time the drive is turned on the head will index forward. Eventually the head runs out of travel and will bang repeatedly on the forward stop. When connected to a computer, you get a boot error because the drive cannot find the boot sectors.

As a final test, disconnect the J10 connector on the circuit board. Do not pull on the wires!!!! Use the needle nose pliers. It is the next to last connector on the back left of the circuit board. When the connector is removed, 4 pins will be exposed on the circuit board. Jump the front two pins on the board together and turn on the drive. If everything else is alright the head will begin to retract. As soon as the head begins moving, turn the drive off and remove the jumper. If the head did not move backwards then the problem is in the circuit board or the stepper motor. That is beyond the scope of this article.

#### DESCRIPTION OF THE SENSOR

The sensor is composed of an infrared LED and an infrared photo transistor. Either one of the pair could be bad. I have not found direct replacements for them, but, a pair made by Radio Shack will work. The LED is part number 276-143A and the receptor is part number 276-145. Please note, these parts are larger than the original parts and will not fit into the existing sensor housing. You will have to fabricate a housing for them.

#### PROCEDURE

1. Remove the sensor from the drive. The wire tie to the frame must be cut.

2. Cut the sensor from the wires. Orient the plug as it goes in the drive. Place shrink tubing over the wires and then solder the parts to the wires as follows. The order is from front to back.

1st wire-emitter of part 276-145

2nd wire-collector of 276-145

3rd wire-cathode of 276-143A

4th wire-other lead of 276-143A

After soldering, position the shrink tubing over exposed connections and heat it.

3. Plug the J10 connector back into the circuit board.

4. Fabricate a mounting that positions the LED vertically looking down. The mounting must have fore and aft adjustment and position the LED above the arm on the head unit. The arm on the head unit must pass under the LED. Ideally, the photo transistor pair should face each other. Unfortunately, there is not enough room under the arm for the receptor. By trial and error I discovered that the receptor can be placed on its side. The LED though must shine directly into the receptor.

5. Fabricate a mounting that positions the receptor horizontally looking toward the head mechanism. The mounting must have fore and aft adjustment and allow the arm on the head unit to pass over it. I cut the original housing into pieces and glued the LED and receptor to halves of the mounting. I then used stand offs to set the parts to the correct height.

6. Turn the drive on. As the drive powers up it will position the head over the sensor pair. If the head will not position, check to make sure that the wires are properly connected.

7. Now that the head is being parked, make sure that it is parked in the proper place. As a starting position the back end of the head mechanism should be 3/8 of an inch from the inside boss that holds the arms that the head slides on. If the location is wrong, turn the drive off and move the sensor pair as required. When the drive is turned back on it will re park the head. Continue moving the sensor pair until you get the 3/8 dimension. The sensor pair is only moved with the drive powered off.

8. Connect the drive to the computer and attempt to boot a disk. SPARTADOS is less sensitive to head location than DOS 2.5. If the disk boots, run some programs to check that the drive can read all disk sectors. If the drive can not read all sectors or will not boot then move the sensor pair a little forward or backwards. My two drives both held a dimension of 7/32 of inch on the gap referenced above.

9. Be patient. Eventually you will get the correct gap. Reassemble the drive cover and you are finished.

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#### ST NOTES by LeRoy Valley (T.A.G.)

Anybody out there looking for hard drive goodies? You know, things like an EXTREMELY fast backup utility to handle all of those MEG's that you've got lying around, or how about auto booting from your hard drive without a floppy? Yes, if you act now folks you too can have all of these goodies and more! (If you didn't guess, I'm going to talk mainly about hard drives this month.)

But seriously, you don't need to buy a hard drive backup program. There's a hard drive backup program called Turtle (currently available on Genie, Compuserve, or at our club library) that really is nothing short of amazing. It creates a ram disk which duplicates a single or double sided disk exactly. Once the ram disk is full, it does a track by track copy to the floppy in your disk drive. This eliminates the physical head movement required for writing each file, and the time savings are substantial. As a comparison, a friend of mine who uses Michtron's Backup utility, backed up a 6 Meg partition that was full. It took 1 hour, 12 minutes, and 8 disks. Using Turtle it took 11 minutes, and 8 disks! And Turtle is not a bare bones PD program. It provides you with all sorts of information, like the current folder being backed up, the number of bytes in the folder, the number of bytes remaining in the folder to be backed up, the number of folders that have been opened up, the current floppy number, and each file is listed as it is backed up. The only bug that I have found is that Turtle does not back up a file with 0 bytes, such as some of the printer files in Print Master.

Notice that I said the number of OPENED folders, not the number of folders backed up. This is due to the infamous GEM 40 folder bug. That is, if you open more than 40 folders in a session, you could experience a computer lock up. Using Turtle, the number of folders opened will be twice as much as the actual number on the hard drive. This is due to the fact that you are recreating each folder on the ram disk. I did not experience any problems until I hit 93 open folders on one of my partitions. At this point, my computer displayed those cute little bombs and turned into a deaf mute. After shuffling the folders on my hard drive and reducing the actual number to 39, I backed up the drive without any problems.

Now, on to the juicy stuff -- auto booting your hard drive! You can find a file in the General/Disk Utility data library on Genie right now (it's also in our club library!) called HDINSTALL.ARC. This program is designed to install a program on your SH-204 Atari hard drive that will allow it to auto boot

when you fire up your trusty old ST. DON'T DESPAIR if you're the proud owner of a Supra hard drive - the program will also work on your drive! However, as they say, there is no free lunch. This program requires you to reformat your hard drive and to leave 0.3 MB unused. That's right 0.3 MB!

I was just about to install it on my Supra (I knew that Marc had it running fine on his), and decided that I would call Supra to verify that the drivers for the SH-204 and the Supra were indeed compatible. Supra assured me that I should have no problem, but when the technician learned that the auto boot program I was going to use required the loss of 0.3 MB, he told me to wait for the Supra Auto Boot program. Supra has their own program running in the lab, and it only requires 2 sectors on the hard drive! It should be available in the Atari Developers section on Compuserve by the time that you read this. Along with the auto boot feature, the program will allow you to install as many as 12 partitions! Boy, am I glad that I bought the Supra! (The program will be copyrighted, so it will not be in our club library -- sorry.)

I'm going to mention one more item before I call it quits. I just received a new book in the mail from Abacus called "ST BASIC TO C". This book is designed for people who already know basic and would like to learn C. The book offers clear cut examples in both ST Basic and C, and the author does an excellent job of explaining how to implement basic functions in C. The first chapter is a whirlwind tour of C, and covers all of the basics you need to get started programming in C - for and while loops, printf and scanf statements, variables, constants, arrays, if and if-else loops, etc. This chapter gets you going right NOW. Later chapters cover each of these topics in greater detail. The author does a very good job of presenting the material, and he writes in everyday language. If you want to learn C fast, this book is a must!

Well, that wraps up this month's column.

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ATARI NEWS  
Compiled by John Nagy

The ATARI IBM CLONES may NOT be a reality, on the other hand... for a while, anyway. Two problems are the major hang ups: negotiations for GEM for the machine, and FCC acceptance. Neither area has had any positive movement, despite ATARI's optimistic projected "spring '87" release of the \$500 do-it-all PC compatible. The GEM interface, owned by DIGITAL RESEARCH Inc., would make over 700 ST titles directly portable to the machine, but according to DRI, no agreement is near on the licensing of the interface. Additionally, FCC type acceptance is necessary for any commercial computer product, a process that can take literally forever, but never less than about 40 days. ATARI hasn't even APPLIED for approval, since there is not yet a finished production model. Industry observers note that the announcement has seriously turned down the purchases of the ST machines, and that the lost sales cannot be made up for within the ATARI line because the new machine isn't ready. This is exactly how OSBORNE COMPUTER CORP. put themselves out of business a few years ago. They announced that a great new machine would be out shortly, which killed sales of their available product, and then couldn't produce the new product due to lost revenue and production problems. Can't ATARI learn from history?

ATARIFESTs for Detroit and Chicago are in trouble. After a long siege of difficulty in negotiations with ATARI, Detroit's 400-plus member M.A.C.E. club threw up their hands and pulled out of the effort, cancelling a planned August '87 show for the Southfield Civic Center. Before the body was cold, the

competing Detroit area ATARI club, MAGIC about 90 member strong, contacted ATARI and took up the torch. They even got SANDY AUSTIN, ATARI's user group contact, to come to Detroit to discuss it. Hard feelings abound, with some M.A.C.E. members crying FOUL, since they had not been able to even get Sandy to return some of their calls. What next? Film at 11:00. In CHICAGO, union costs may make the ATARIFEST planned for there simply too expensive to hold. Requirements of unioned employees only to carry all equipment, set up anything electrical, etc. have driven projected costs through the roof. Again, we will tell you more when we know it.

MORE PANIC IN DETROIT: ANTIC MAGAZINE's publisher Jim Capperell wrote to Detroit's M.A.C.E. to notify them that they had to remove any and all ANTIC programs from their BBS. He reaffirmed that they are copyrighted, and to exchange them is PIRACY. Despite previous "understandings" about such things, it now looks like ANTIC wants to play hardball. Nothing was said in the letter about library inclusions of ANTIC material, but that is probably next. This will be quite a blow to many smaller clubs that have had almost nothing else in their club library but ANTIC and ANALOG material. ANALOG went on record last year saying that their materials could not be distributed BEFORE THE PUBLICATION DATE of the magazine, a very reasonable policy. Even a six-month "cooling" period would be understandable... does ANTIC really think they are likely to sell their older disks if the programs can't be gotten elsewhere? More likely, they will simply fade altogether. Looks like ANTIC wants to be like SOFTSIDE magazine... hard to deal with, then gone altogether.

8-bit DOS ON A CART: Spartados from ICD is not the only player in the DOSCART game anymore... and the competition is coming from MICHEAL WHEELER of ALASKA. He has put ATARI DOS 2.5 on a cart and added true double density support and a ram disk handler. Although it is memory-greedy (16k when resident), the cart can be switched out manually. Another switch handles BASIC in or out. This looks like a basement operation, as plans and code for eeprom burning yourself are available for \$5, and we

## DESKTOP PUBLISHING

Use an ATARI ST for page layout and graphic design. Complete system starting at \$1059.00.

### COME IN FOR DEMONSTRATION

other specials:

AVATEX1200hc modem....	\$149.00
COMPUTEREYES ST.....	\$249.95
PERSONAL PASCAL ST....	\$ 68.00
CRYSTAL CASTLES ST....	\$ 27.00
JOUST ST.....	\$ 23.50
GUNSLINGER XL/XE.....	\$ 27.00
PLANETARIUM XL/XE....	\$ 36.00
HOLLYWOOD HIJINX XL/XE	\$ 31.50
WARGAME CNST SET XL/XE	\$ 27.00

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TEXTPRO WORD PROCESSOR (8-bit) PUBLIC DOMAIN - Developed by Mike Collins and Ronnie Riche

Reviewed by Clinton Pierce (G.A.G.)

"Review Textpro?" Sure, I had used the program before, but I didn't have the docs and really didn't know all of the features. So, I went and bought a copy from the GAG library. HOLY COW! This has got more bells and whistles than 1030 Express!!

First of all, I am using Textpro 1.2a (with extension 2.5e) on an Atari 130 with a ram disk setup. The program's built-in printer control codes do not work well with my Star SG-10 (but these can be changed, so easily!). The particular disk I have has all of the author's help files (accessed by hitting OPTION or HELP and the appropriate key for the menu you want to see).

In addition to all of the normal word processor features (Find, Replace, Insert, I/O operations, Move, Paste and about 40 more), it supports user defined fonts (which can be created with Create-a-Font, a public domain font maker available from most club libraries), an unusually large buffer (about 126 sectors, larger than Atariwriter or Home Writer), and macros.

Until I read the Textpro docs I thought a macro was a fish of the family Scombridae. In laymans terms: a macro allows several operations to be done at once using a single keystroke. So far, I've only used the macros on the disk, however, there are serious possibilities in this. My favorite, (in writing this review) is Swap, it allows me to work on two different documents using my ram disk as a buffer for the second document and just by pressing the START button, being able to work on two things at once. Or, if you're like me, and can't remember how to write a modified block letter, all you have to do is create a macro that sets up the form and fill in the blanks.

Not only did the authors read the Wordstar manual and include every possible feature, they also must have spent a few hours with De Re Atari and Atari Technical Notes. I have not been able to hang the program nor have I been able to do anything to snag it that couldn't be fixed with a System Reset. The program is fast, its I/O operations are quicker than other commercial programs and more foolproof to boot. (Any plans for a spelling checker in the future?)

Comolplaints Dept: Actually, I have no major complaints. The search and replace could be a bit faster (to change "and" to "sand" in a 126 sector document takes 92 seconds). This is actually the second review I wrote for Textpro. The first one got wiped out at 1 am when I loaded a file right over top of it. In my drowsiness I thought it would merely append it to the bottom. This is where a message like "Erase File in Memory (y/n)" would be really helpful...

In conclusion, I would just like to say that Textpro is MUST for anybody who does serious word processing. It is public domain, meaning that you can download it from you local BBS or buy it from your Atari User Group. In my opinion, this program could blow out most other commercial programs and would make an excellent addition to any library (Be sure to get the accompanying Doc files too).

(PUBLISHER'S NOTE: The TEXTPRO revolution in word processing is just beginning. Already another new version (2.5r) has been released that allows use with a RS-232 handler in place. Now that might not seem like much, but the doc for the new version suggests putting it on the same disk as EXPRESS 850... call

EXPRESS 'AUTORUN.SYS' and TEXTPRO "DUP SYS", and any reset from EXPRESS will take you into TEXTPRO... while a simple command from TEXTPRO would return you to EXPRESS... all in RAM DISKS if you like for INSTANT SWAPPING. YIKES

And if that weren't enough, the new version has a VERY CLEVER and EASY system to divide and re-merge files that are too large to work on in one piece, a problem that the size of the work space in any word processor often causes. You simply place the cursor where you want to cut off the partially loaded oversize file, and press a button. The "upper" part of the file disappears into a new file (in a RAMDISK if you like) and the file continues to load into the newly opened area of work space. When you get to where you want to be, edit as you like, and another keypress reassembles the entire file. YIKETY YIKE!

This file divide MACRO will soon be available as an EXTENSION file for use with version 1.2a (which still has it's own virtues that were left out for compatibility reasons in version 2.5r). I also wrote my own MACRO that will take any format file I find (ST, ASCII, ANYTHING!) and in seconds remove, replace, redo, reformat it into 1) the proper style for printing in this magazine (paragraph notation and all), 2) another version with modifications for display on the BBS, and 3) yet another for uploading to COMPUSERVE. All while I just watch.

More EXTENSION files are also planned for other special purposes. Additionally, the authors of TEXTPRO are planning an 80 COLUMN version that should work with the MIO (from ICD CGRP), the ACE-80 CARTRIDGE (from AMIABLE COMPUTING), and the ATARI 80 column box (assuming it is ever released). With this modification, TEXTPRO will fulfill ALL of my own desires in a word processing package, since the current versions do not have a "preview" mode. Even so, I use Textpro EXCLUSIVELY now for work in both my profession and for this Magazine.

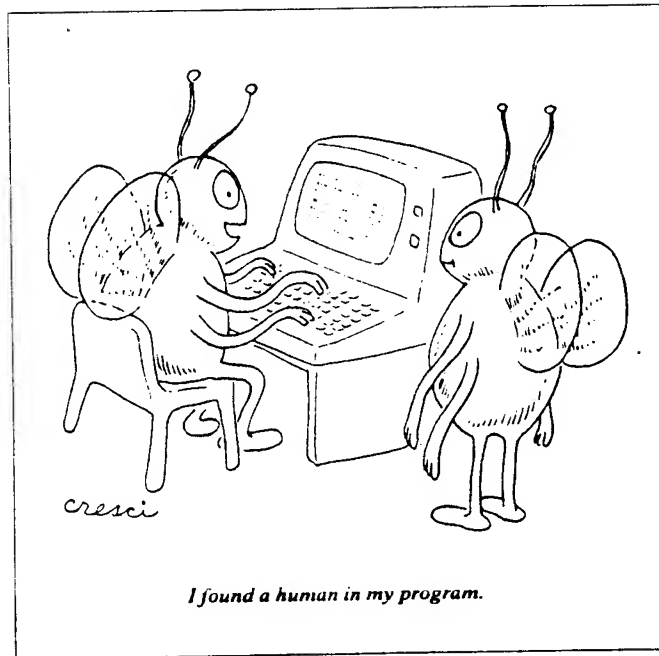
I DO have two complaints about TEXTPRO. First, sector counts are not displayed in the disk directories, in order to display more of them at once. I don't know about anyone else, but the size of a file is IMPORTANT to me. Second, if you put TWO SPACES after a period (a standard format for publications), and the word wrap during the printing causes the second to wrap to the next line, it is NOT SUPPRESSED (the first IS, as they BOTH should be). You will notice occasionally that there is a leading space in a line within a paragraph in this magazine... it's the mark of TEXTPRO. I hope that these items are soon addressed by the authors of this fine package.

That aside, the only DIFFICULT thing about TEXTPRO is understanding how such a GREAT PROGRAM can be PUBLIC DOMAIN! -- John Nagy)

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